DREAM VESTIGE

A mighty river of fog streams forward like an evil waterfall, swollen with storm and spray. Accompanying the shape is a susurrus of dreamlike voices that murmur, cry, and rail against some terrible fate. Slender tendrils of mist extend from the mass, patting and feeling for sustenance.

Dreams of the Dead. The first dream vestige was born from the collective nightmare of an entire kingdom. Everyone, from the lowest peasant to the king in his castle, died in a single night as they slept, succumbing to the ravages of a dreamborn curse. While the source of this curse remains the subject of great debate, since that fateful night the first dream vestige has spawned many times over, spreading its insatiable hunger far and wide.

Tireless Hunters. Cursed with an inescapable craving for bodies, the dream vestige is constantly on the hunt for other creatures to incorporate into itself, both living and undead. Because they don't discriminate between living and unliving when hunting prey, even the undead have good cause to fear the arrival of a dream vestige. It stalks prey from the rooftops, beneath the floorboards, behind walls, or anywhere else it can remain unseen. A sudden onset of visceral dread heralds the arrival of the creature. As it approaches its prey, the whispers, moans, and lamentations of its subsumed victims become audibly apparent. When the vestige consumes a creature, if it has a soul, their soul remains trapped within the vestige until the vestige is destroyed.

Amalgam Personified. The personality of a dream vestige is often an ugly one. They present as an amalgamation of all the insecurity, fear, and desperation of creatures they have consumed wrapped into one being and twisted to some unified will. When a dream vestige speaks it often does so with dozens of voices at once, sometimes even talking over itself, making the creature difficult to understand unless the vestige is focused on the conversation. Due to its amalgamated nature the dream vestige can speak any language known by an individual it has consumed. It also knows anything known by one of the souls dwelling within it, potentially making the dream vestige an untapped wealth of information.

Nightmare Travellers. The Plane of Dreams overlaps with the Material Plane in many mysterious ways. By using their intrinsic connection with the dreamworld, dream vestiges are capable of travelling great distances in very short amounts of time. They are also known to invade the dreams of other creatures as a means to soften up powerful targets they intend on attacking for one reason or another.

Undead Nature. A dream vestige doesn't require air, food, drink, or sleep.

Dream Vestige

Huge Undead, Typically Chaotic Evil

Armour Class - 17 (natural armor)
Hit Points - 209 (22d12 + 66)
Speed - 0 ft., fly 40 ft. It can hover.

STR 10 (+0)
DEX 20 (+5)
CON 17 (+3)
INT 18 (+4)
WIS 20 (+5)
CHA 20 (+5)

Saves DEX +10, WIS +10
Skills Insight +10, Perception +10, Stealth +10
Damage Resistances acid, fire, lightning, thunder
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 120 ft., darkvision 60 ft., passive Perception 15
Languages Any known by creatures it has subsumed
Challenge 15 (13,000 XP)

Proficiency Bonus +5

Traits

Desecrating Aura.
The area within 20 feet of a dream vestige is *desecrated ground* and all other undead in the area have advantage on attack rolls. A casting of dispel magic on the dream vestige causes this trait to cease functioning for 24 hours.

Incorporeal Movement.
The dream vestige can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Self Spawn.
When a dream vestige gains temporary hit points they are cumulative. For example, a dream vestige with 10 temporary hit points that hits a creature with its tendril attack would have 15 temporary hit points after the attack hits. When a dream vestige gains a number of temporary hit points equal to its maximum hit point total, it divides into two distinct dream vestiges with a number of hit points equal to the original vestige's maximum hit point total.

Actions

Multiattack.
The dream vestige uses its frightful presence. It then makes four tendril attacks.

Tendril.
Melee Weapon Attack: +10 to hit, reach 15 ft., one creature.
Hit: 15 (3d6 + 5) necrotic damage. The target's Intelligence score is reduced by 1d4 and the dream vestige gains 5 temporary hit points. If this reduces the target's Intelligence to 0, it dies and its body is engulfed and destroyed by the vestige, leaving nothing behind. Otherwise, the reduction lasts for 1 hour.

Frightful Presence.
Each creature of the dream vestige's choice that is within 60 feet of the dream vestige must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dream vestige's Frightful Presence for the next 24 hours.

Dream Travel.
The dream vestige plane shifts from the Material Plane to the Plane of Dreams, or from the Plane of Dreams to the Material Plane. For every minute the vestige moves though the Plane of Dreams, it travels the equivalent of 5 miles in the waking world. The dream vestige always knows where it will come out in the waking world before using this action.

Innate Spellcasting.
The dream vestige's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *fog cloud*
- 3/day each: *dream, misty step, sleep*
- 1/day each: *phantasmal killer*